



Instruction Manual





Contents

4 GAME SET-UP

9 QUICK START

10 CONTROLS

- 10 Keyboard
- 11 Game controller

12 PLAYING THE GAME

- 12 Turbo Start
- 13 Power Sliding
- 14 Super Sliding
- 15 Power Ups
- 16 Racing Screen
- 16 Race Position
- 16 Lap Timers
- 17 Power Up Icons
- 17 Speedometer / Course Map
- 17 Circuit Race
- 17 Story of the Circuit Race
- 18 Scoring
- 19 Unlocking Circuits
- 20 Single Race
- 20 Versus Race
- 21 Time Race
- 22 Options

23 CUSTOMISING YOUR RACER

- 23 New Racer (Build Driver)
- 24 Make License
- 24 Build Car
- 25 Quick Build
- 25 Remove Bricks
- 25 Build
- 26 Change Camera View
- 26 Rotate LEGO Brick
- 26 Move Piece
- 26 Drop LEGO Brick
- 27 Undo
- 27 Door
- 28 Quick Reference For Car Building
- 28 Building and Car Performance
- 29 Test Drive
- 30 Unlocking Car Sets and Characters
- 30 Saving Your Racer
- 30 Delete Racer

31 RACING TIPS

32 BUILDING TIPS

33 CREDITS

34 TECHNICAL SUPPORT

35 EPILEPSY WARNING

Game set-up

Computer

100% Windows® 95/98 DirectX Compatible Computer required. Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.

CPU	Pentium 166 MMX or higher required.
Memory	32 MB RAM or higher required.
Video	4MB PCI or AGP Direct3D compatible card required.
CD-ROM	Quad speed or faster CD-ROM / DVD drive required.
Sound Card	100% Windows 95/98 DirectX 6.1 compatible 16-bit sound card
Input Device	100% Windows 95/98 compatible joystick or game pad, mouse and keyboard.
DirectX	Microsoft DirectX 6.1 is included on this CD-ROM and must be installed to play LEGO Racers. Please refer to the readme file contained on the LEGO Racers CD-ROM for more Information regarding DirectX.
Note	Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the CD-ROM / DVD drive for the Game to run.
Installation	Installation requires 210 MB hard drive space. (Uncompressed)*

* Uncompressed means that the hard drive has not been subjected to any form of file compression, which allows the hard drive space to be increased. For example under Windows 98 the option that would usually be used to perform this function would be DriveSpace.



Game set-up

How do I install LEGO Racers?

Place the LEGO Racers CD-ROM into your CD-ROM drive. The installation help screen will become active after a few seconds. Follow the instructions that are displayed and you will be informed when the installation is complete. PLEASE READ THE ON-SCREEN INSTRUCTIONS CAREFULLY.

Note: If the autorun option does not activate then this could be linked to the autorun function being disabled on your system. (See readme.txt file on the LEGO Racers CD-ROM for further explanation on how to activate the autorun feature.)

How do I start LEGO Racers?

You must restart your computer if you have been running any other applications, apart from the setup program. The game should always be played with as few other applications running as possible, and it is best to wait for hard disk activity to stop before running the game. To run the game, click onto:

- Start
- Programs
- LEGO MEDIA
- LEGO RACERS
- LEGO RACERS

The CD-ROM has to be present in the CD-ROM / DVD drive for the Game to run.



Game set-up

How do I uninstall the game?

It is advisable to uninstall the game using the LEGO Racers uninstall option. To uninstall the game, click onto:

Start
Programs
LEGO MEDIA
LEGO RACERS
UNINSTALL LEGO RACERS

The Uninstall option will help you remove files regarding this program from your system.

Note: Any saved games regarding LEGO Racers will not be removed by using the uninstall option. These will have to be removed manually.

How do I check that the Screen Resolution is correct for this game?

Place your mouse pointer on a clear area within the Windows desktop screen and using the right hand mouse button click once. A menu will be displayed from which you need to select, using your left-hand mouse button, the Properties option. The Display Properties option folder is now shown and you need to select the Settings tab. Ensure that High Colour 16 bit option is set with the minimum recommended resolution area of 640 x 480. Apply any changes and re-start your machine.



How do I check to ensure that all of my DirectX 6.1 drivers are certified?

Windows 95/98 with DirectX 6.1

Note: If you are unsure regarding any installation of DirectX drivers then please contact your PC manufacturer as DirectX can alter your video / sound card settings if not installed correctly.

With DirectX 6.1, you can check for a succesful DirectX setup by actioning the following:

- Click on My Computer (Desk top Screen)

- Choose:

- C drive

- Program Files folder

- DirectX folder

- Setup folder

- Icon DXDIAG (Blue circle with yellow cross within it)

The screen that appears has multiple tabs along the top. You will want to click on the DirectX Drivers tab. All of the drivers are listed separately and you will find a Notes field along the bottom. Within the notes field any problems encountered will be listed. If one or more of the items are listed as uncertified, this is most likely causing the problem you are having. Most often, the drivers that are not certified are either the Primary Display Driver and/or the Audio driver.



Game set-up

Most manufacturers of video cards and sound cards are releasing updated drivers for Windows 95/98 to meet the DirectX standard. You will want to contact the manufacturer of any component that is not supported and ask them about obtaining drivers that support DirectX.

If you have any problems starting or running this game please see the **readme.txt file** contained within the LEGO Racers CD-ROM, which will help you with possible solutions for problems encountered with this game.

Once the game is up and running, you will see the introduction movie. Then the Main Menu will appear on your screen. You can choose what sort of race you would like to compete in from the Main Menu.



Quick Start

Do you want to start racing right away?
Here's how to get going without delay.

- Select Single Race from the Main Menu.
- Select the track that you want to race on. As you are just starting out, you will have four tracks to choose from
- Select any Racer you like. As you are just starting out, you will have four racers to choose from
- Now you are ready to race. On your marks, get set, go!



Controls

Here is a list of the default controls. You can change these controls in the **Options** Menu.

Keyboard

Up arrow	Accelerate
Down arrow	Brake and reverse
Left arrow	Turn left
Right arrow	Turn right
Enter	Activate power up
Space	Power slide
Ctrl (right)	Change camera view
M	Toggle maps/speedometer display
Alt (right)	Reverse camera view (hold key)



Game Controller

Directional control	Turn left and right
Button #1	Accelerate
Button #2	Brake and reverse
Button #3	Activate power up
Button #4	Change camera view
Button #5	Toggle map/speedometer display
Button #6	Power slide
Button #7	Reverse camera view (hold button)

(Please read the **Options** section of this manual to find out how to reconfigure your game controller.)



Playing the game

LEGO Racers is an action-packed, top speed racing game, filled with thrills, spills and exciting challenges. You will be up against the all-time greatest LEGO Racers, each one with a unique brand of clever driving skills and tricks to outwit you. You will have to master lots of driving manoeuvres, and find out just when and how to use them. Then you can win races and become a LEGO Racers champion yourself.

Turbo Start



The Turbo Start is all about timing. Watch the 3-2-1 countdown. As soon as the word **Go** comes up, hit the acceleration button. If you time it just right, you can start the race at full speed!



Playing the game

Power Sliding



You will probably be able to get through the earlier races without learning how to power slide. But if you want to beat the LEGO Champs on the harder tracks, you will have to know how to power slide. So why not think of the early races as your training ground and use them to learn how to become a power sliding expert? Power slides are not very hard to do. Just hold down the acceleration and power slide buttons at the same time. Then turn left or right while still holding the buttons. Power slides will let you make sharper turns at high speeds.



Playing the game

Super Sliding



Super sliding is a bit more tricky. Hold down the accelerator, brake and power slide buttons and turn left or right. This will make a very tight turn. When you let go of either the brake or power slide button, the car will zoom off in the direction you are facing. Super slides are not easy and you will really need to practice to get them right. You can try them out on the test track until you become a super sliding ace.

(Find out how to use the test track on page 29.)



Playing the game

Power Ups



If you want to be a winner, you will have to use power ups. Power ups range from basic shields or projectiles to ultra-powerful enhancements such as the awesome Guided Rockets or the mysterious Mummy's Curse. You will need to know how to use them all.



There are four basic power ups: Projectile (red), Hazard (yellow),

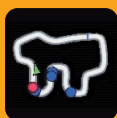
Shield (blue) and Turbo (green). To collect a power up, drive through one of the coloured spinning bricks on the track. To increase the level of a power up, you can collect power plus bricks. Power plus bricks are the spinning white bricks above the track. Look at the chart below to see what happens to basic power ups as you collect power plus bricks.


Colour	Type	Basic Power Up	1 Power plus Brick	2 Power plus Bricks	3 Power plus Bricks
Red	Projectile	Cannon Ball	Grappling Hook	Lightning Wand	3 Guided Rockets
Yellow	Hazard	Oil Slick	Barrel of Gun Powder	Magnetic Trap	Mummy's Curse
Blue	Shield	5 Second Shield	6 Second Shield	8 Second Shield (reflect Cannon Balls and Rockets. Spin opponents)	10 Second Shield (reflect Cannon Balls and Rockets. Spin opponents)
Green	Turbo	Turbo Boost	Extra Turbo Boost	Flying Turbo Boost	Warp Turbo Boost




Playing the game

Racing Screen



 **Race Position** The race position indicator shows how well you are doing while you are racing. If there are six Racers in the race, it will show your position from 1st to 6th place. The green arrow shows your position, the red circle shows the circuit champion and the blue circles show the other racers. You will also see a line across the track, this is the start / finish line.

LAP 2 0:12:67
BEST 0:55:54

 **Lap Timers** The lap timer shows how long it has taken for you to go round one lap of a race. Once you have completed the first lap, a new timer appears. This shows your fastest lap time within the race.

HOT TIP: If you are not in 1st place at the end of a lap you will see a time showing how many seconds behind the leader you are. E.g. -0:01:65 shows that you are 1.65 seconds behind the race leader.



Playing the game

● Power Up Icons



This display shows you what kind of power up you are carrying and how many power plus bricks you have collected. You will be able to see the colour of the power up, plus the number of power plus bricks you have collected.



● Speedometer / Course Map This display has three choices:

- The Speedometer shows how fast you are going.
- The Course Map shows a bird's eye view of the whole track. It shows the overall track layout and where the other Racers are during the race.
- The Close-up Map shows the track around you in more detail.

Press the toggle map/speedometer display button to choose the display that you want or to turn them all off.

Circuit Race

● Story of the Circuit Race


Meet Rocket Racer – the greatest racing champion in all LEGOLAND®. But Rocket Racer has a problem. He's such a brilliant racer that no-one can beat him and now he's bored. So, to find a real challenge, Rocket has decided to hunt down the best Racers in the history of LEGOLAND and set up a truly awesome racing contest.



Playing the game

Rocket's friend, Veronica Voltage, is a top scientist and mechanical genius. She has designed and built a fantastic LEGO® dimensional warp machine to send her and Rocket all around LEGOLAND. They have hunted high and low and even travelled through time to find the best LEGO Racers for the ultimate racing challenge.

Now, in a thrilling test of driving skills and nerve, you can take on these top LEGO Racers in a series of Circuit Races. And if you beat them all, you will get the chance to compete in a race to end all races and go head-to-head with Rocket Racer himself. The winner will be declared the Greatest LEGO Racer of All Time! Are you ready to be that LEGO Racer?

 **Scoring** A complete Circuit Race is made up of four races on four different tracks. Each race has three laps. After each race, you will be awarded points. The better you do in each race, the more points you will get. Here are the points for each position:

First 30 points
Fourth 3 points

Second 20 points
Fifth 2 points

Third 10 points
Sixth 1 point

To continue the Circuit Race, you will need at least 10 points after the first race, 20 points after the second race, and 30 points after the third race. If you have fewer points at the end of each race, the Circuit Race will end and you will have to start the circuit again. To be the overall winner of a Circuit Race, you must finish the circuit with the most points.



Playing the game

Unlocking Circuits



● **Unlocking Circuits** When you first start playing LEGO Racers, you will be able to race on only the first circuit and its four tracks. These early races are a bit easier to help you to learn how to drive and use power ups. But once you become an ace driver and are one of the top three Racers for a Circuit Race, the next circuit and its tracks will be unlocked. Winning First place in Circuit Races also unlocks more character pieces and car sets for you to build with and race.



Playing the game

Single Race



If you select Single Race from the Main Menu, you can race against up to five LEGO champions on a single track. To get racing, choose a Racer and a track. When you first start playing, only the tracks from the first Circuit Race will be unlocked for you to use. But as you unlock other circuits the tracks from those circuits can be played as Single Races.

Versus Race



If you choose Versus Race from the Main Menu, you can go head-to-head with a friend. In this type of race the only Racers on the track will be yourself and your friend. The other Racing Champs will not take part.

Playing the game

To play against a friend, choose Versus Race from the Main Menu. You will then be able to choose a track to race on. Remember that you can only use the tracks you have unlocked. Now each player must choose a Racer to play with. You can choose the same Racer if you wish. Player One chooses first, then Player Two. Once player two has chosen a Racer, the race will begin.

When you play a Versus Race the screen is split in two halves. Player One's view is the top half of the screen and Player Two's view is the bottom half of the screen.

Note: To play a Versus race you will need at least one game controller attached to your computer.

Time Race




If you want to race against the clock, select Time Race. This will enter you into a race against the great Veronica Voltage. Her “ghost car” will appear on the screen, so you will have something to chase, and eventually beat. If you better Veronica's top time on every track, you will win the pieces of her cool and powerful racing car to use in building your own car. (Find out more about building a car on page 24.)





Playing the game


Options

You will be able to change different things, such as sound effects, music volume, and controller configuration, on the Options screen. Choose:


 **Game Options** to change the number of opponents in a Single Race and the number of laps in a Versus Race.


 **Video Options** to set the display driver. (Ask an adult for help before changing these options).


 **Audio Options** to change the volume of the sound effects and the music, and to choose between stereo and mono sound.

 **Player 1 Controls** to choose between keyboard or game controller. To change which keys or buttons are used to play the game, highlight and select the control you want to change and press the key

or button you want to replace it with.

 **Player 2 Controls** to choose between keyboard or game controller. To change which keys or buttons are used to play the game, highlight and select the control you want to change and press the key or button you want to replace it with.

 **Pick Language** to change the language shown. Click on the arrows to select the language you want to use. Select Options to exit the screen. You will now see the language you have chosen.

 **View Credits** to find out who helped to make LEGO Racers

Customising Your Racer

Q. What do I need if I want to race?

A. A Racer, of course.

Q. What is a Racer exactly?

A. A Racer is made up of three main parts: the driver, the driver's licence, and the car.

Q. So, how do I make a Racer?

A. Just go to the **Build Menu** and click on the **New Racer** button.

New Racer



You can create a new Racer when you start LEGO Racers. You can create your car and your driver, giving him or her a name you like. Choose **New Racer** to create your character. This will take you to the **Build Driver** screen. Change the hat or hair, head, body and legs of your driver by clicking on the left and right arrows. Choose **Mix** to quickly build a driver for you. When you are happy with your driver choose **Make License**.

Customising Your Racer

Make License



Before you can drive you must get a License! Type in your driver's name and change their photograph by clicking on Snapshot. Now it's time to build your driver a car. Choose Build Car.


Build Car





First, choose your chassis, the starting point for all cars. To choose a chassis, click on the left and right arrows at the top of the screen. You now have three options:

- Quick Build
- Remove Bricks
- Build

Customising Your Racer

 **Quick Build** will quickly build a car to fit the chassis you have chosen. Each time you click on Quick Build it will create a brand new car for you. You can select this speedy option if you want to spend more time racing than car building.

 **Remove Bricks** will take all the bricks off the chassis. If you have started to build a car, you will need to do this before you can choose a new chassis. If you have chosen a Quick Build car you can choose a new chassis at any time.

 **Build** will let you create a unique, custom-built car. It will take you into an area where you can design a car to suit your own driving style.

In the build area you will find two sliding controls at the top of the screen: one selects car sets and the other selects LEGO Bricks. You

can use these controls to select pieces from four car sets to begin with. Later, you can also choose from car sets you have unlocked by winning Circuit Races.


Start by choosing a car set. The current car set is shown by the selector at the top of the screen. Each car set has a different group of LEGO Bricks in it. You can select a car set by clicking on the arrows or using the game controller when the selector is highlighted.

Use the LEGO Brick selector to choose a LEGO Brick to put on the chassis. It works in the same way as the Set Selector. The LEGO Brick in the middle of the selector will be the currently selected one. You will see this LEGO Brick above your car in the view screen.


You can only look at one car set at a time. If you can't find the LEGO Brick you are looking for, try changing the car set.




Customising Your Racer

 **Change camera view** Use this control to look at your car from different angles. You can move the camera left, right, up or down by selecting the camera control with any game controller button. Use any button on the game controller again to exit the camera mode. If you are using a mouse, you can click directly on the arrows in the camera control to change the view, or just drag the car with your mouse, holding down the left mouse button, and move it around. (see Keyboard shortcuts on page 10)




 **Rotate LEGO Brick** Select this control to rotate the LEGO Brick you have chosen. Use this to get the LEGO Brick in the right position before placing it on your car.



 **Move piece** Use this control to move the LEGO Brick into the position you want above the car. You can click directly on the arrows in this control to move the LEGO Brick in the direction the arrow is pointing. You can also click on the LEGO Brick above your car using the left mouse button. Hold the left mouse button down while moving the mouse to drag the LEGO Brick into position.



 **Drop LEGO Brick** Use this control to drop the LEGO Brick you have chosen onto the car. A “ghost” image of the brick will drop into place if it will fit on the car. If the LEGO Brick won’t fit, the ghost image will not drop down and red squares will appear. The red squares show where the brick cannot be connected.


Customising Your Racer

If the LEGO Brick won't fit, you can try doing the following things:


- Rotate the brick or move it to make a successful connection
- Change the view of your car so that you can see where the brick will connect
- Look carefully at the brick. Just like real LEGO® bricks, some have unique connecting shapes. This could mean that you can't place other bricks on top of them, or they can only fit in certain places.

If you are still having trouble placing a LEGO Brick, it's possible that the brick you have chosen is too big for the place you want to put it, or your car might have reached its length, width or height limit.



 **Undo** Use the Undo control to remove the last brick that you placed on the car. You can use this control repeatedly to remove as many bricks as you want.



 **Door** When you have finished creating your car, just click on the door to leave the build area.

Customising Your Racer

Quick Reference for Car Building This is a list of the “hot” keys you can use in the build area. “Hot” keys are great shortcuts and will help you to build your car much faster.

Keyboard:

Insert or Page Up	Change currently selected car set
Delete or Page Down	Change currently selected LEGO Brick
S, A, X, D (up, left, down, right)	Change camera view
5 on Keypad	Rotate piece
1-4 and 6-9 (on Keypad)	Move piece
+ (on Keypad)	Drop piece
- (on Keypad)	Undo

HOT TIP: The more you use the **hot** keys, the easier it will be to remember them.

Building and Car Performance The way you build your car will have some effect on how well it races. The way your car is built will affect two things: weight and balance. Changing the weight and balance of a car can make it perform in different ways. You can ignore these effects and simply build the most amazing and incredible car you can think of, or you could go for the best of both worlds – a cool-looking car that handles well. It's your choice. There is no right or wrong way to build a car. It all depends on your own driving style.

Customising Your Racer

Balance The balance of the car depends on where you place the bricks on the chassis. A stable car will have LEGO bricks spread evenly over the chassis. Building a car with a larger number of bricks to one side of the car will make the car unbalanced and affect the steering.

Weight The weight of the car depends on the weight of the chassis and the number of bricks you put on the chassis. Different chassis weigh different amounts and some bricks weigh more than others. On the whole, bigger bricks weigh more than smaller ones. Heavier cars have a better top speed and are easier to steer, but will take longer to reach their top speed. Lighter cars have a lower top speed and will not turn as easily, but will accelerate more quickly.

Test Drive



Test Drive If you want to try out your new car, take it for a drive on the test track. Select Test Drive from the Build Menu. You will be able to drive on the concrete track for high speed tests or on the off-road track to find out how your car handles on rougher driving surfaces. When you've had enough drive to the track exit and you will be taken back to the Build Menu.

HOT TIP: If you have just created your first Racer, it will be the only one to choose from when you come to do a test drive. But later, when you have created more Racers, you will have to make sure that you choose the car you have been working on and want to test.



Customising Your Racer

Unlocking Car Sets and Characters

When you start using LEGO Racers, you will have a choice of four basic car sets: General Bricks, Race Bricks, Space Bricks and Castle Bricks.

As you become a better driver and start unlocking Circuit Races, you will also unlock more car sets and character sets to choose from. The LEGO Bricks from different car sets can be combined onto one chassis in Build mode, so the more car sets you win, the more variations you will be able to build.

Saving Your Racer

Your new Racer will be saved automatically once you have finished creating or editing it. The character, car configuration and driver's license information will all be stored for you to use again. You can also make a copy of your Racer by selecting Copy Racer from the Build Menu. This will create a second copy of your Racer for you to edit.

Delete Racer

Choose Delete Racer to permanently remove Racers you no longer want. You will be asked if you really want to delete the Racer, so you can cancel if you change your mind. You can only remove Racers you have created yourself. **Once you have removed a Racer it cannot be recovered.**



Racing Tips

1. Try to get really good at the easier races first. Then practice power sliding to get ready for tackling tougher opponents and tracks.
2. Use the test track to try out your car before racing in a real race.
3. If you have trouble beating the LEGO Racer Champs, you may need to get hold of Veronica Voltage's car set. But how do you do that?

HOT TIP: It's all in timing. See Time Race on page 21 if you can't remember.

4. There are shortcuts on every track that may help you to get the edge. Find out where these are so you can use them often.

HOT TIP: Some of the shortcuts are triggered by power ups.

5. Different power ups have different effects. Make sure you learn all the types and the effects they have on you and your opponents.
6. Although collecting power plus bricks will give you the most powerful power up this is not always the best strategy. Try to learn how each Champ uses power ups and think of a strategy to beat them.

HOT TIP: Captain Redbeard likes to use the cannonball so try to use the shields to beat him.



Building Tips

1. If you are having trouble placing bricks on your car, try moving the camera around. You can move the camera to a top down view. This should show you exactly where the brick will connect.
2. Different chassis have different handling abilities. Experiment to find one that suits the way you drive.
3. Always try out a new car on the test track. This will make sure that it feels right before you start to race.
4. Try to keep the car balanced when building. Don't put all the bricks in one corner of the car. This will make it lop-sided and awkward to drive.
5. To get a really good looking car try combining different LEGO bricks from each of the car sets.



Credits

Game Design Kerry J. Ganofsky

Executive Producer Keith Morton

Programming Director Scott Corley

Lead Programmer Dwight Luetscher

Programming Hal Bouma
Andrew Falth
Jeff Marshall
Adisak Pochanayon
Dave Scheele

Lead Artist Cary Penczek

Artists Gabe Bott
Bill Eng
Pete McLennon
Gary Oliverio
Brian Schultz
Kelly Seider
Joe Stinchcomb
Brian Westergaard

Lead Sound Engineer Eric Nofsinger

Sound engineers D. Chadd Portwine
Michael Caisley

Testing Kevin Sheller
William Golz

LEGO Media International
Mark Livingstone :
Worldwide Managing Director

Product Development
Laurence Scotford : Head of Constructive,
Games & Girl's Software
Tomas Gillo : Senior Producer, Games

Testing & QA
Tony Miller : QA Manager
Scott Mackintosh : Lead Tester

Localisation
Cara McMullan : Localisation Manager

Production
Nic Ashford : Logistics Manager

International Marketing
Petra Bedford :
Marketing Director – Europe & Asia
Philippe Osswald : Marketing Manager
Ron Gibson : US Marketing Manager

International Sales
Leah Kalboussi :
Sales Director – Europe & Asia
Gregg Sauter : US Sales & Marketing Director

Additional thanks

Special thanks go to all the children who gave their valuable input throughout the development of this title.

Special thanks to all the family members of the development team for their patience and support.

Thanks also to Jan Blaesild, Søren Dyrhøj, Mikkel Fristoft, Jakob Nordman and Rich Fiore for their valuable contribution.



Technical Support

Technical Support

Fax

0870 600 3003

E-mail

0870 600 3004

help@uk.legomedia.com

Support Times

9.30am - 6.30pm Monday - Friday

(excluding Weekends and Bank Holidays)

World Wide Web

www.legomedia.com

Address

Technical Support / Customer Services

LEGO Media International Limited

100 Hammersmith Road

London

W6 7JP

England

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM or DVD Drive
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Any error information.

Note: If you have any problems in obtaining any System Information please consult your System supplier.



Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.



games.



Customer Services:

Tel: 0870 600 3003

Fax: 0870 600 3004

E-mail: help@uk.legomedia.com

Opening hours: Monday to Friday from 9.30am to 6.30pm.

®LEGO, the LEGO logo and the LEGO Brick are registered trademarks of the LEGO Group ©1999 the LEGO Group and High Voltage Software Inc.

Manufactured in the E.U.

JB2G-RAC3

22997

